ENTERTAINMENT SERIES

AIRHEART™

APPLE IIe/IIc

Disk • 128K • 1 Player

Joystick Required

ARCADE ADVENTURE

Broderbund®

ENTERTAINMENT SERIES

I HAVE LOST MY KINGDOM, BUT NOT MY SON. IF HE CAN BE SAVED, SO CAN THE WORLD.

"Our world was the sea and we ruled with fairness, but overcome in an unjust war, my infant son is all that is left and he is guarded with power and grace. He can only be saved by the strongest and bravest with the will to open the door. Robot defenses stand in your way, so that only Airheart can discover the place."

Attributed to Marinus, Lord of the Sea, 1159 AZ.

Handed down through the ages, these are the last words of the fair King Marinus. Words that have sent countless would-be heroes to make an attempt, all of whom have failed. For somewhere over a sea with no boundaries, the prince still waits, his life frozen in a state of suspended animation.

His rescue is no small game, for his return brings with it the rebirth of a peaceful world: perhaps the ultimate reward for the hero that sets him free, and proves himself to be **Airheart.**

Your vehicle is a jet-powered sled. Unbelievably maneuverable and astonishingly quick, it can even take you below the sea. You'll need all of its power and all of your skill to overpower wave after wave of robot defenses.

It's a high speed challenge with stakes that are even higher. Can you become Airheart?

FINALLY A DOUBLE HI-RES, THREE-DIMENSIONAL, ARCADE ADVENTURE FOR APPLE OWNERS . . . DESIGNED BY A MASTER TO BRING OUT THE MASTER IN YOU. If you've ever played Choplifter!, you know what Dan Gorlin can do. Wait till you see what he's done now.

PILOT THE JET SLED THROUGH A WORLD OF ADVENTURE. You can feel the thrust and sense the danger as your skill is tested again and again.

SPIRIT GUARDIANS PRESENT YOUR TASKS, AND ROBOT DEFENSES LURK AT EVERY TURN. To fight the final battle, you must first retrieve the sword, the goblet and the harp.

IN A SPECTACULAR DISPLAY OF SKILL, YOU MAY FINALLY MEET THE PRINCE. Should you master the robots, you will receive the reward. **Airheart** shall be your name.

For more information about Brøderbund and our products, write to us at: 17 Paul Drive, San Rafael, California 94903-2101.
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By DAN GORLIN
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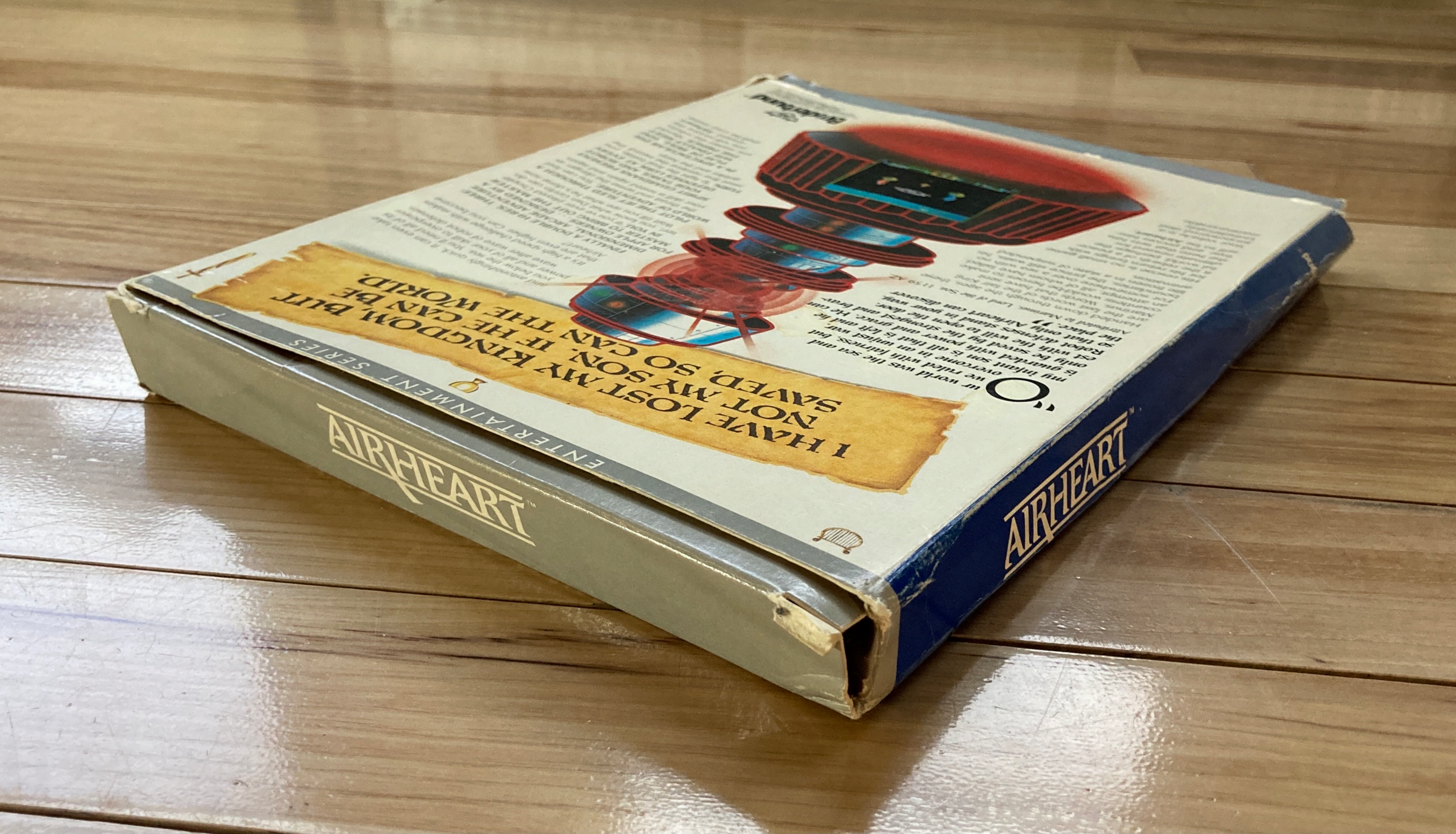
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I GIVE ITSELF MY KINGDOM, EARTH
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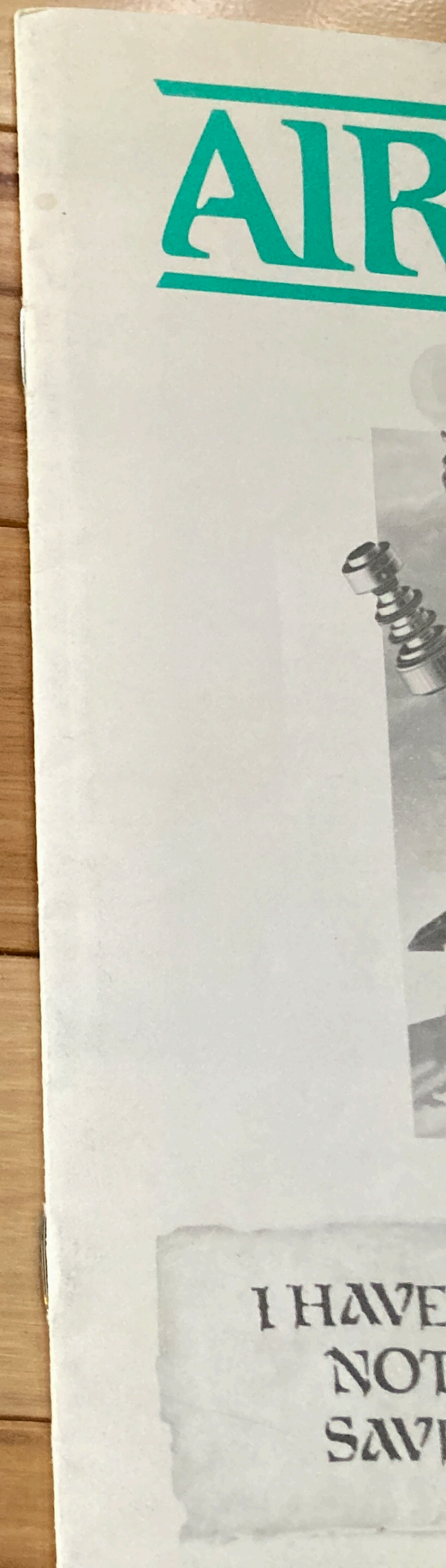

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THE GAME

STARTING YOUR ADVENTURE

You start the game at the Home Islands with one life, one jet-sled and instructions from the Spirit Guardians to retrieve a magical item. Each item is held within a Treasury located somewhere across the ocean. To reach the Treasury, follow the bright Glimmer that appears when you shoot the Bubbles emanating from the Home Islands.

FIGHTING THE ROBOTS

You must defeat the various Robot Defenses that surround the white Treasury island before you can enter and retrieve the item. To eliminate the Robots, shoot them and quickly maneuver your sled to "pick up" the small Pod that is left behind when a direct hit is scored. If you wait too long to get the Pod, it will regenerate into a fully functional Robot. When all the Robot Defenses have been eliminated, you can enter the Treasury by bumping your sled up against it.

GOING HOME

To return the item to the Spirit Guardians, find a Green Island and activate its Robot Defenses by hitting the island with a bullet or your sled. All Green Islands will return you to the Home Area. Once you defeat the Robot Defenses, enter the island by bumping it with your sled, and you will emerge at the Exit Island in the Home Area.

THE SLED CHALLENGE

Before returning the item to the Spirit Guardians, you will find three green Glimmers guarded by three Mini-Robots. Maneuvering your sled so that it touches all three glimmers within the time limit will earn you an extra jet-sled. The timer starts when you first touch a Glimmer, so give some thought to your approach, then be quick about it!

Each successive Sled Challenge is guarded by different Mini-Robots. On the first challenge the Mini-Robots will try to bump you away from the Glimmers. The second set of Mini-Robots gobble up the Glimmers on contact. The third set have repeller rays which push your sled away. You can shoot the Mini-Robots, but if you hit a Glimmer, even with a ricochet, the challenge is lost.

RETURNING THE TREASURE

After the Sled Challenge is finished, the Spirit Guardians will be waiting for you at the Home Islands. Anchor your sled on the Glimmer between the islands and the Spirit Guardians will accept the item and bestow upon you an extra life.

FURTHER ADVENTURE

After you've returned the Sword, the Spirit Guardians will ask you to retrieve the Goblet and then the Harp. With each new task you will face increasing numbers of Robots.

RESCUING THE PRINCE

Once you have retrieved all three items, you will have an opportunity to rescue the Princeling. When fighting this final battle, you must defeat all seven Robot types.

DESCRIPTION OF ROBOT DEFENSES

BUMPER—Fast and loud, this little guy is always trying to push you around. No danger, nuisance only.

WHOMPER—Its powerful piston punch will shatter your sled on contact.

BUBBLER—What could be more harmless than a few bubbles floating over the sea . . . unless, of course, they can trap and kill you.

SUCKER—Its graceful green funnel creates a vacuum that's particularly lethal to your sled.

SPITTER—Its explosive bullets seem to know where to find you, and when they do, you pay with your life.

FORCER—This one is no threat to life or sled, but its strong repeller rays make approach almost impossible.

ZAPPER—The most dangerous of them all. One touch and you and your sled are lost to its devastating microwave assault.

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